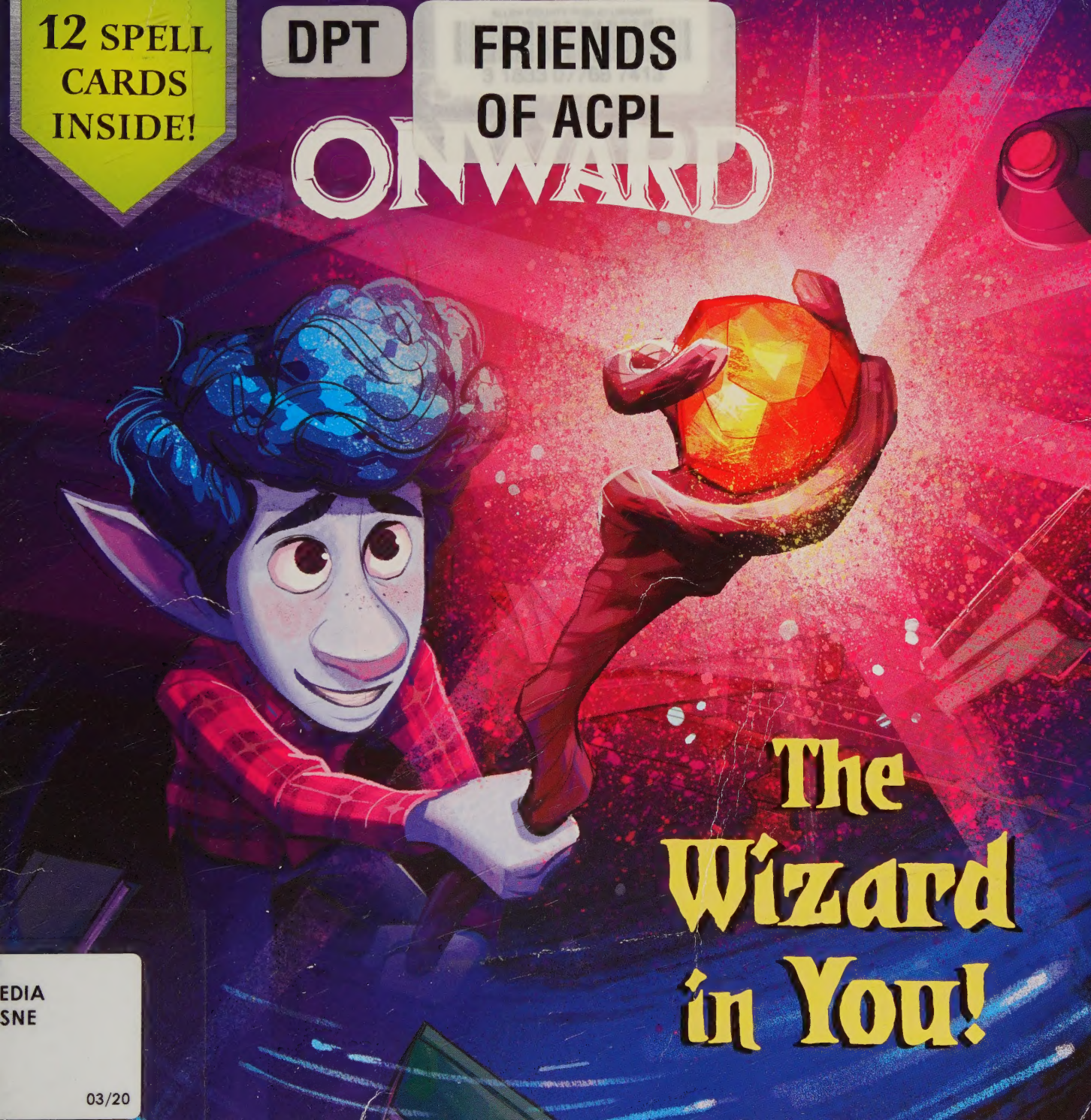

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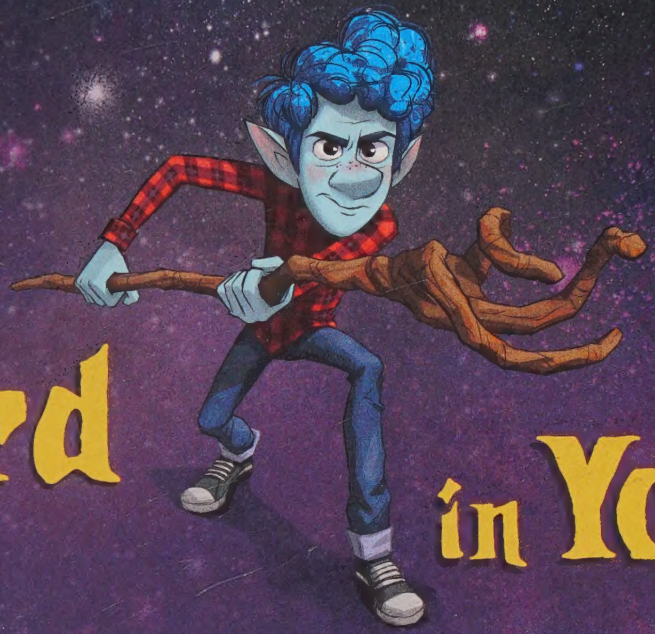

The Wizard in You!

By Steve Behling

Illustrated by the Disney Storybook Art Team

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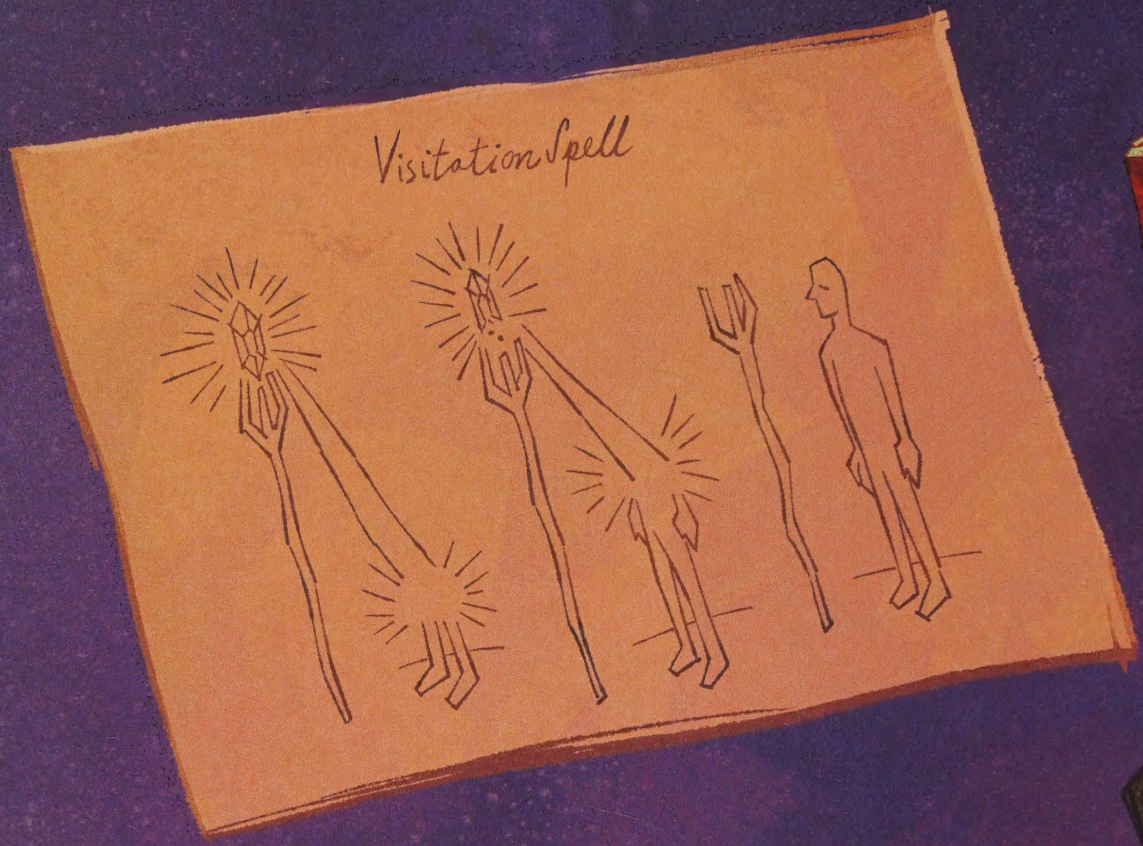
So you've just discovered you're a wizard! *Congratulations!* I'm a wizard, too. My name is **Ian Lightfoot**. At first, I wasn't sure I liked the idea of being a wizard, but my brother, **Barley**, helped me understand magic. Now I'm here to share the RULES OF MAGIC I've learned along my journey to becoming a wizard.

Doth you dare read on?

But before we get to those rules, you should know something about magic: it doesn't make your problems disappear. Like, I'm a **nervous driver**, I have trouble **speaking up** at school, and my brother **embarrasses** me sometimes. Magic can't make that stuff go away!

BEHOLD, your chariot awaits!



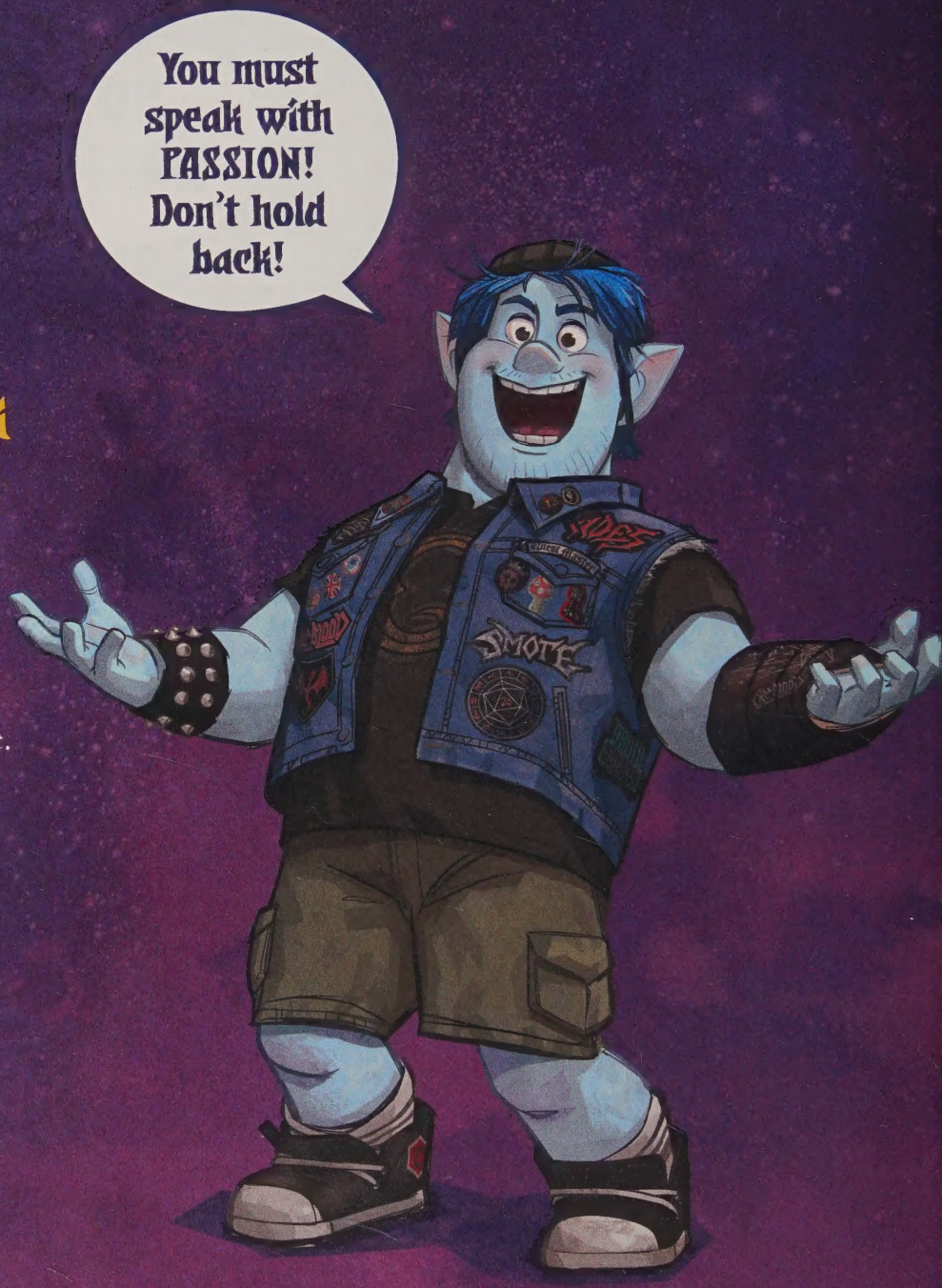
So what does magic do? Magic will allow you to do some amazing things—like **help others**! I learned this from my dad and Barley. See, on my sixteenth birthday, Mom said that Dad had left us a special present. It was a wizard's staff, along with a **magic spell** and a rare Phoenix Gem. Barley was really excited. But I didn't know what to do with them!

NO WAY!!!
Visitation spell

That brings us to **RULE ONE**— the most important rule of all!

Always speak from your heart's fire.

I don't know how many times my brother has told me this, but it's true. In order to speak from your heart's fire, you must have GOOD INTENTIONS, select the CORRECT SPELL for the problem at hand, and BELIEVE in what you're doing.



Now you're ready for
RULE TWO!

Don't get ahead of yourself.

Select a beginner-level spell—like the VELOCITY SPELL or the LEVITATION SPELL. The first spell I tried was the VISITATION SPELL, which was way too advanced for me. It was supposed to bring Dad back for one day. All I brought back was his legs.

Casting spells is *NOT* easy!

Holy Tooth of Zadar!

You know what else isn't easy? Telling the difference between what's real and what isn't—*especially* when magic's at work!
That's why we have
RULE THREE:

Trust your instincts.

For example,
Can you tell
which of these
is the REAL
Manticore?

Pssst!
It's not the one that looks like a totally fake Manticore!

You're going to roll your eyes at RULE FOUR, but it's extremely important when performing spells.

RULE FOUR:

Follow the rules.

This includes reading the spell exactly how it's written and following the magic decree, if there is one. The first time I tried the GROWTH SPELL, I didn't follow the magic decree, and the spell, uh, backfired. By backfired, I mean that I didn't concentrate hard enough and I SHRANK Barley.

So yeah, you're going to make mistakes. And things will get tough. That's why we have

RULE FIVE:

Don't give up!

When you least expect it, you'll be able to do something *amazing*. Like when I cast the LEVITATION SPELL to save Dad in the fire at the Manticore's Tavern!

RULE SIX
is essential, and one of the most difficult rules to master:

Have faith and believe in yourself.

If you want to put yourself to the test, try the TRUST BRIDGE SPELL. (This is an intermediate spell, so make sure you follow *Rule Two*—don't try this until you're ready!)

If you're going to be a great wizard, you need to remember

RULE SEVEN:

BE CREATIVE.

Your IMAGINATION is one of your most powerful tools. With quick and clever thinking, you'll come up with *all* kinds of incredible ideas and solutions! Like, for example, turning a tiny cheese puff into a GIANT CHEESE-PUFF BOAT.

But beware of
RULE EIGHT!

Magic is not without consequences—and danger!

And danger, as you'll soon find out, comes in *all* shapes and sizes. Sometimes it's DRAGON-SHAPED and absolutely enormous! You'll need all your WIZARD WITS about you to face the challenges ahead.

That's it for the rules! I hope you learned a thing or two about magic. As I mentioned earlier, magic is about helping others. But it can also **bring people together**—like Barley and me. Because of magic, we're closer than we've ever been.

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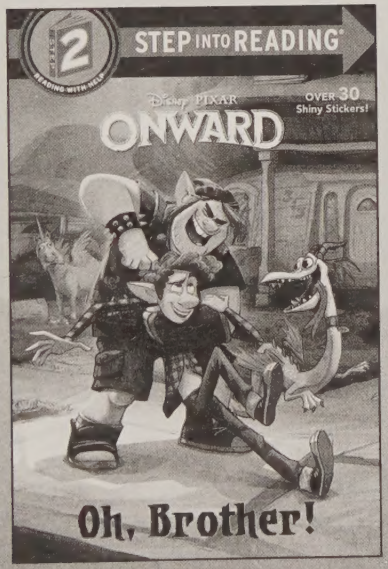
Let the Quest Begin!
Relive the Magic of the Movie!



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